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Digital Arts Software Associates

----- Acknowledgements -----

To my artist Rick, without his creative genius this would not have been what it is today. His pictures and concepts elevated the level of quality of this program.

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Spilt Ink!
by
James R. Hurd

----- Table Of Contents -----

Introduction.....	1
Overview of Software Product	
Boot Procedure	
Main Menu.....	3
Selecting A Feature	
Brief Overview Of Features	
The File Lister.....	5
Getting Started!	
1. Print A File	
Input From Disk Drive Or Keyboard	
2. Changing The Printer Effects	
3. Changing The Printer Selected	
4. Disk Operating System Features	
5. Turbo-Printing A File	
Input From Disk Drive Or Keyboard	
6. Changing The Font Selected	
7. Downloading Fonts To The Printer	
The Graphics Utility.....	9
Getting Started!	
Summary of Commands	
Basic Editing & Drawing Tools	
Advanced Editing & Drawing Tools	
Detailed Review of Commands	
Disk Operating System Features	
Touch-Ups & Viewing Pictures	

Table Of Contents Continued..

The Font Creator.....	15
1. Storage & Retrieval Of Fonts	
2. Editing Features	
3. Copy, Swap, & Overlay Features	
4. Move Character	
5. Invert versus Reverse	
6. Disk Operating System Features	
7. Oops! (what if I mess up??)	
 The Graphics 8/7+ Picture Printer.....	20
1. Print Out A Picture	
2. Changing The Printer Effects	
3. Changing The Printer Selected	
4. Disk Operating System Features	
 The Script Writer.....	24
1. Print Out A File	
2. Changing The Font Style	
3. Changing The Printer Selected	
4. Disk Operating System Features	
 The Disk Editor Utility.....	26
1. Print Or Edit A Disk Sector	
2. Disk Drive Speed Check	
3. Change The Printer Selection	
4. Disk Operating System Features	
 Sample Font Listings.....	29
 Sample Pictures.....	39

Spilt Ink!
by
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Congratulations!

You have just purchased Spilt Ink! by Digital Arts Software Associates. This software package is made 'user friendly' through window technology and single key entry. The software package contains the following features:

1. The File Lister -- This allows you to print out your files from disk (or the keyboard). You can change printer fonts, there are 32 fonts available to choose from. With each font, you can mix a variety of pitches and effects to create suprising results.
2. The Graphics Utility -- You can retrieve your Micropainter or Koala Pad/Atari Touch Tablet pictures and edit them. You can Invert, Flip, Move, and do other basic drawing functions. Thier are a variety of brush tools, including an Airbrush which is adjustable.
3. The Font Creator -- You can create your own printer fonts (type styles). The program allows you to manipulate your fonts with ease. Commands like Invert, Copy, Move, Swap, and Edit, creating a font is rather simple. You can store them as an editable font or as a finished printer font. The editable font can be used in your own program as a modified character set.

Introduction Continued.

4. The Graphics Picture Printer -- Now you can finally print out your Micropainter or Koala Pad pictures with a selection on sizes as well as centering on the paper. You can choose sizes from wallet size to full-page size, as well as move it left, centered, or to the right on the paper.
5. The Script Writer -- This allows you to make nice letterheads, greeting cards, and typeset pages in Olde English, or Cursive Script. You can use a word processor and use the text files to make letters to your friends.
6. The Disk Utility -- Now, all of those wierd control characters can be seen as hardcopy. The disk editor uses windows with simple commands for the average user.

Even though the program is exceptionally well menu driven, I suggest that you read the manual carefully while learning to use the software package. Once you have read the manual, you should be proficient with the software package. If you have any comments or suggestions, send them to:

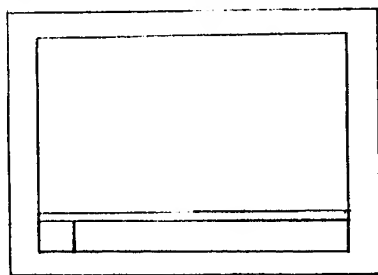
Attn: James R. Hurd & Rick Aguas
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Spilt Ink!
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James R. Hurd

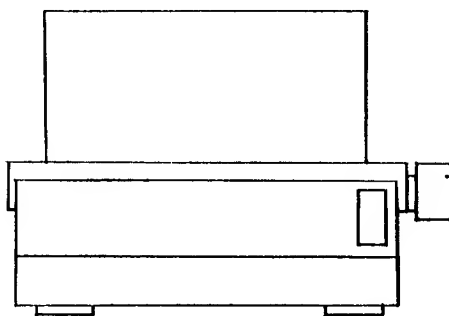
Boot Procedure
(I Got The Disk, Now What)

Turn off all computer equipment and remove ALL cartridges from your computer (on the XL's and XE's hold down the OPTION key when turning on the computer.) Check your printer for paper setting and now turn on your computer equipment in the following order.

1. Turn on your monitor (or T.V.)

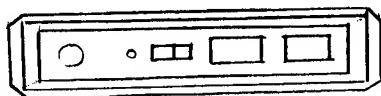


2. Turn on your printer

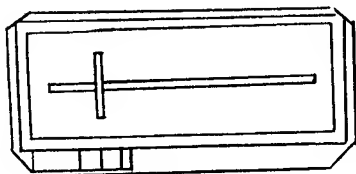


Boot Procedure Continued.

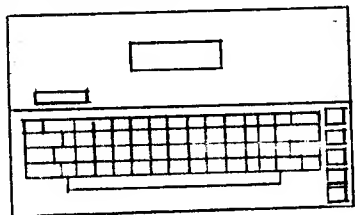
3. Turn on your interface.
(If you have an interface adapter without a power switch, ignore this.)



4. Turn on your disk drive, and insert the PROGRAM disk.



5. Now turn on your computer.



If everything works properly, you should see a menu with four selections. Now turn the page and continue. If not, try the Boot Procedure again.

Spilt Ink!

The File Lister

When you print out your disk files, you are not limited to a few fonts. I have created a multitude of fonts to select from. The program is not just limited to printing out programs, but can also be used for printing letters or memos. You can experiment with pitches and effects to create suprising results.

Now a step by step review of each command. Remember, before you print out your program, be sure that it is the SOURCE code (in text format) and not the COMPILED code (pseudo code file.) (i.e. In Atari BASIC be sure to list the file to disk by using the LIST"D:FILENAME.EXT" This will store the program on the disk in a text format.

1. Print Out The File -- When selecting this function a window will drop down on the screen asking for the type of data entry. If you want to print a file on disk, select '1' for disk drive. If you want to do a Keyboard printout, (i.e. for quick labels or simple text printing.) select '2' for Keyboard. If you are using a disk drive, another window will appear and ask you for the drive the file is on, and the FULL name of the file.

When Printing, the following keys are active.

OPTION= Pause printing ON/OFF toggle
SELECT= Abort the printing
START = Screen display ON/OFF toggle

2. Changing Printer Effects -- Upon selecting the function, you will see a menu with the display of your current printer pitches and effects. You will be asked to select a printer pitch. Press the appropriate number on the keyboard of the pitch displayed. (i.e. Pica pitch, select '1').

Pica is 10 letters per inch.

Elite is 12 letters per inch

(only for Prowriter/ Nec printers)

Compressed is 17 letters per inch.

Proportional (depends on letters)

(only for Prowriter/ Nec Printers)

After selecting the appropriate printer pitch, you will be asked with what type of effect to mix the pitch with. *REMEMBER*, you are not limited to only one effect. You can mix effects like boldface and elongated.

Once you select a pitch by pressing the number associated to the function, you will then be asked to select an effect. You will be if you wish to mix effects, press 'Y' for yes, or 'N' for no. On the main menu of The File Lister, you will notice the changes in the bar at the bottom of the screen. It will now display the pitch and effect (or effects) that you selected.

3. Changing The Printer Selected -- When pressing this key, a window will appear with the display of your current printer selected and choices available. Now select the type of printer you currently are using. Then you will be asked

3. Changing The Printer Setup (continued.)

to insert The Font Disk in the drive you have selected, and select the drive you have inserted the disk into, else just press RETURN. Now, if you don't know the font you wish to use, just press RETURN and you will see a list of available fonts on the disk. Just type in the name of the font to use. The font will load and will be the new active font for printing.

4. Disk Operating System Features-- Upon pressing the [4] key, a new menu will appear on the screen. Below is a brief definition of the commands of The Disk Operating System Features.

Disk Directory-- A window will appear and you will be asked the drive number. If you wish to have the directory printed ob the printer, press [Y].

Format A Disk-- When the window appears, you will be asked for the drive where the disk is located. Select the drive by pressing [1] through [4]. Then If you still wish to format the disk, press [Y] to begin, else any key will exit.

All of the other commands follow the format below.

1. Select the command.
2. Select the disk drive.
3. Type in the name of the file, including the extentions.

5. Turbo Print a File-- This is the same as the Print A File function; but if the line to be printed does not have control characters in the line of text, it is printed in the standard printer's font. See option 1 for usage of the function. A font was developed for this purpose, it is called STANDARD and is on The Font Disk.
 6. Change Font Selection-- By pressing this key, a window will appear asking you to select the drive in which the font disk is located in as well as the name of the font, just press RETURN at the enter font name prompt.
 7. Download A Font-- This feature was designed for people who own a printer with the ability to store fonts. These fonts can be used while using the Turbo Print option or using your favorite word processor. If you wish to download the font, at the prompt, press [Y].
- ESC-- Exit Back To Main Menu-- When this key is pressed, you will be asked to insert the Main Program Disk and press [Y] to exit the program, else press any other key.

Spilt Ink!

The Graphics Utility

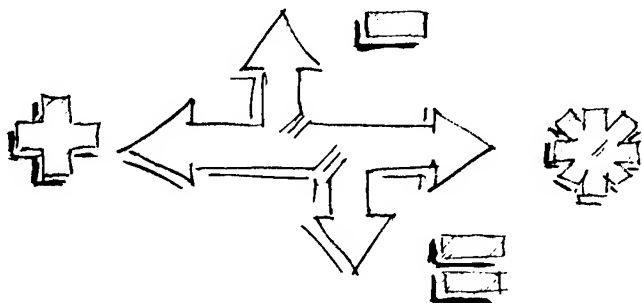
When you draw a picture; lines, circles, and rectangles are great features for making your masterpieces. But when you find that your picture is slightly off center, or needs some special brush strokes, this is where my Graphics Utility can come in handy. With things like Invert, Flip R&L, Move, Inverse, Airbrush and many other features make this program a valuable utility even if you already have a drawing package.

Summary of Commands

A = Airbush Setting
B = Brushes (a set of eight)
C = Circle
D = Disc (a filled circle)
F = Flip R&L (flip picture like a mirror)
G = Get Pictures
I = Invert Picture (flip it upside down)
K = Color adjustment
L = Line (draws a point to point line)
M = Move picture (scrolls screen around)
N = Normal / Hires (flips from 7+ to 8 mode)
Q = Quit (to exit Graphics Utility)
R = Rectangle (using 4-point rectangle)
S = Save Picture
U = User D.O.S.
X = Box (a filled rectangle)
CLEAR = Clear Screen
START = Just like joystick trigger
0-3 = Color Pallettes
SPACEBAR= Menu / Edit screen toggle

Some of the basic drawing tools are brushes, circles, discs, lines, rectangles, and boxes. Each of these features can be used for creating images for games, slide shows, or what ever you can dream up. But first we must learn to use these powerful tools.

Let's start with the basic point, it is essential to all other drawing forms. On the edit screen, you will see a flashing point, this is your drawing cursor. You can move this with the joystick or the keyboard. The keyboard keys for the cursor control are shown below with arrows for the direction the cursor will move. The [CTRL] key will make the cursor move fast. Also, the fire button on the joystick will do the same thing.



Now that you have learned about the cursor control, you may proceed to drawing colors on the screen. First you must select a palette number (from 0 to 3) which corresponds to the color you wish to draw with. Now select a color 0 through 3. (0 is background color, any other will be shown on the screen.)

Since you have learned the basic control of the cursor, you will now learn how to make lines, circles, rectangles, discs, boxes, etc.. You will be amazed how easily they are created and how they can be manipulated to make a masterpiece of a picture.

With all of these basic functions, you must select a first point. Then you will move a point to point image of the function you selected. Below is a character which represents the function with a brief explanation of what it does and how to use it. Be sure you have selected the color you want to work with!

C=Circle

Select the center point of the circle. Press the trigger (or START key). Now move the four point cursor to the desired radius and press the trigger (or START key). The circle will now appear before your eyes.

D=Disc

This is the same as a circle, but this is a filled circle. Hence disc.

L=Line

Select the starting point of your line, press the trigger (or the START key). Now move the second point the destination, press the trigger (or START key). The line will drawn from point A to point B.

R=Rectangle

Select the first corner, (I usually choose the upper-left corner) press the trigger (or the START key). Now move the four point cursor to the size required. Press the trigger (or the START key)

X=Box

This is the same as the rectangle, but is filled.

Now that you have had the fun of using the basic drawing functions, time to expand their potential!

Try changing the brush types, moving the screen around, inverting or flipping the screen, simply adjusting the colors. Below is a command list of some of the commands mentioned above.

A=Airbrush Setting

Be sure that you are in the menu when you select this function. You can set the density, width, and height. When you select this function, you will be asked to choose one of these to adjust. Select the one you wish to adjust, it will tell you the default value.

B=Brushes (a set of eight)

Press the [B] key at the menu and a window will appear and you will be asked to select a brush. Select a brush of 1 through 8. The eighth brush is an airbrush.

F=Flip R&L (a mirror)

This will only work in the edit mode, all this does is create a mirror image of your current picture on the screen.

I=Invert Picture

This will only work in the edit mode, this will flip a picture vertically.

K=Color Adjustment

You must be in the menu mode to use this. You will be asked to select the color you want to adjust. After the choosing your color, you will be placed in the edit mode where you can adjust the color right on the picture. press the trigger (or START key) when done.

M=Move Picture

You must be in edit mode when using this function. This will do a wraparound scroll of the screen by using the cursor keys or the joystick. Press the trigger (or START key) when done.

N=Normal / Hires

This allows you to toggle the picture resolution by pressing the key in the edit mode. This can be handy for viewing a picture in a different graphics resolution.

After using the functions mentioned, you may want to save your work, get another picture, or use the basic disk operating system features. Below are the instructions the disk drive usage. All disk interaction is done in the menu.

G=Get Pictures

When pressing this key, you will be asked to insert a disk in drive #1 and press RETURN. You will be shown a directory of pictures on the disk. Type in the name of the picture you wish to load and press RETURN, else just press RETURN to exit.

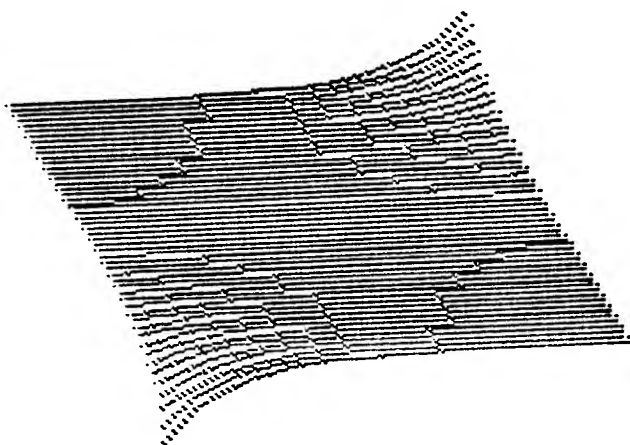
S=Save A Picture

When selecting this option, you will be asked to select the format to save the picture in. Then you will be asked to type in the picture name and press return to save it. Otherwise, just press RETURN to exit.

U=User D.O.S.

The general D.O.S. functions have been placed here so you do not have to exit back to DOS. All of these are extremely well driven by menus so confusion will not take it's toll on your precious works of art. Remember, if all else fails, just press RETURN to exit.

You have just read about how to use a multitude of drawing commands. Below is a sample drawing done by the artist of the company. I have played around with the picture some myself, can you tell where I have adjusted the picture?



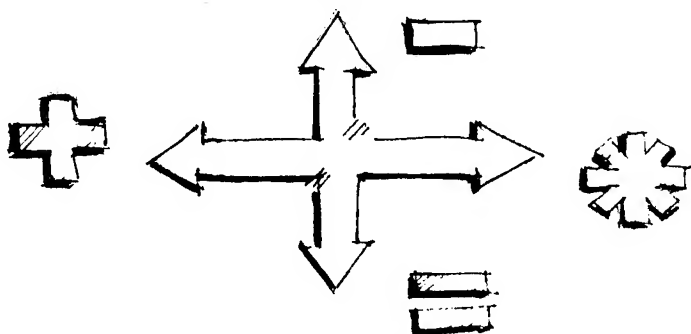
Spilt Ink!

The Font Creator

After using The File Lister, you are either curious on how I made those fonts, or would like to create a few of your own. If you have worked with other font programs (i.e. magazine type ins.) you will find this program easy to use, but much more flexible. The fonts are stored as two types; edit and finished. The finished font is the one used with The File Lister, the other can be used with your own programs for the screen. I included this feature due to the numerous type in programs and for compatibility.

Now let's start with storage and retrieval of font styles. In order to use the storage and retrieval function, you must press the [S] key. Now you will see a menu which offers four things, Save a font, Load a font, Create a font, and Exit. The save function will save your font as a screen font, and the load function will recall it. The create a printer font will make a usable font for The File Lister. Upon selection of one of these functions, you will be asked to select a drive to load, or store, or create a printer font. When loading or saving the font, besure to use the file extenter ".FNT". But when you create a printer font, you are limited to only eight letters and NO extenders.

All character manipulations start here, basic editing. To edit a character, press the [E] key. The joystick (or the keyboard cursor keys) will move the cursor over the character available to edit. Find the character you wish to edit and press the trigger (or START key). The cursor scan system was designed to move over the old character as well as the new character so you can see what you have changed. Below is the keyboard controls for the cursor.



In order to change a character, you must have it in the edit window. Now you can use the trigger (or the START key) to modify the character. If you wish to copy, swap, or overlay a character, follow the commands to the corresponding key.

F=From Copy

When pressing this key, you must select the character you wish to copy. Move the cursor to the character you want to copy, then press the trigger (or START key).

O=Overlay

This function will allow you to copy a character over your current one you are editing. Move the cursor over to the character you want to copy over your current character and press the trigger (or START key).

S=Swap character

This function will allow you to swap characters by selecting the first character and the final character by using the joystick and the trigger (or the START key). Then the characters will be swapped.

T=To Copy

Same as the From Copy, but in reverse. You select the target for your current edit character and it will be transferred there. Use the joystick to decide the destination, then press the trigger (or the START key) to copy it.

Since we have learned to copy, swap, and overlay; on to moving the current edit character. By pressing the [M] key, you will be given a keyboard layout on moving the character. This move command will do a wraparound move of the current edit character. To move the character, use the edit keys shown on the screen. And to exit, press RETURN.

The Move command was rather straight forward, now for some confusion! What is the difference between Invert and Reverse? To Invert a character is to flip it upside down, while to Reverse a character is to reverse the colors. (i.e. Black becomes white and vice versa).

I=Invert character

This will flip a character upside down.

R=Reverse character

(ie. Black becomes white and white becomes black.)

Finally, the major question: "What if I mess up??" My answer, is: "I hope you're ready!" I have created an oops feature which is pretty well laid out. You have several options shown below.

C=Clear

This is when your character looks like an ink blot. It will simply erase the character you are currently editing.

R=Restore

This is to restore back to the original character set. (the old Atari set) Only of the character you are currently editing.

U=Undo

This key will undo your editing of the current character being worked on. Handy when you are creating a new font.

Below is a sample font created with
The Font Creator and printed with
The File Lister.

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789
abcdefghijklmnopqrstuvwxyz !"#\$%&'()*
+,-./:;<=>?@A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Disk Operating System Features

Disk Operating System Features -- Upon pressing the [U] key, a new menu will appear on the screen. Below is a brief definition of the commands of The Disk Operating System Features.

Disk Directory-- A window will appear and you will be asked the drive number. If you wish to have the directory printed on the printer, press 'Y'.

Format A Disk-- When the window appears, you will be asked for the drive where the disk is located. Select the drive by pressing '1' through '4'. Then if you still wish to format the disk, press 'Y' to begin, else any key will exit.

All of the other commands follow the format below.

1. Select the command.
2. Select the disk drive.
3. Type in the name of the file, including the extentions

Spilt Ink!

The Graphics 8/7+ Picture Printer

If you are at all like me, you have a few pictures on disks which you would prefer to have on paper. This program will allow you to create pictures on paper in many different sizes. This program was designed to print out Micropainter and Koala Pad pictures. Just insert a disk and type in the name of the picture, then you will be prompted to select size and placement of your picture. Quite simple!, and the results are fantastic!

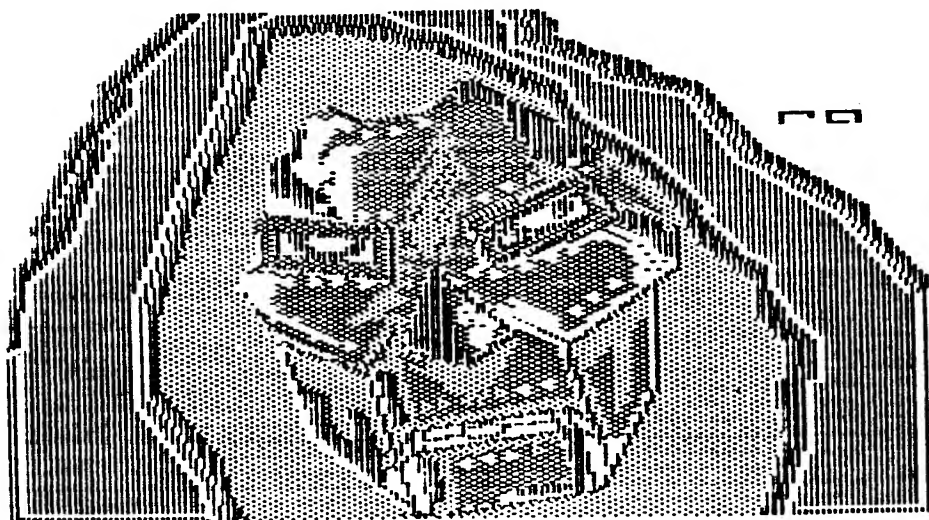
Now that I have your attention, lets start with selecting your printer. If you have a Prowriter or NEC 8203a (both are made be C.ltoh corporation.). Else, you may have an Epson or an Epson compatible. Select your printer by pressing the [1] or [2] key.

You are now ready to print out a picture. Get your disks with Micropainter or Koala Pad pictures on it and get ready for some fun! First you must press the [1] key to print out a picture. You will see a window appear and ask you to select the drive your pictures are stored on, press the appropriate key for this. (ie. [1] for drive #1) Next you will be asked to type in the name of the picture. If you don't know it, that's okay. Just press RETURN and you will be placed in the D.O.S. Features. You can use the Disk Directory function to see the files on the disk. Otherwise, just type in the name of the picture. Since you already have selected the name of the

picture, you must now decide if you want to print it as normal (background is not printed), or as inverse (background is printed). Select this option by pressing a [1] or a [2] key.

After selecting the picture and how it is to be printed, you must choose the size of the printing. Press the appropriate key of the size you wish to print. Now you will see a new screen with a window displaying the choices you have selected. You will be prompted set up your printer and press the SPACEBAR.

Your screen will come alive and you will hear the printer busy itself with work as if the presses have started to roll. No, your computer isn't going to melt down, it is transferring the incredible image on screen to paper. Below is a sample of a picture I have printed.



Printing a picture with a dull ribbon or one which requires a darker touch, it is nice to have a boldfacing option. This is where the printer effects come in handy. When making the selection of printer effects, a window will appear and ask you to select an option of normal or boldface print. Select a [1] for boldface or [2] for normal print.

When choosing your printer in the beginning, it is possible to make a mistake on your decision. Upon selecting this key, you will be given two options of printers available. Option one is for people who own the Prowriter or NEC 8023a printer. Both of these printers are made by C. Itoh corp. Else you probably have an Epson or compatible printer. Most of the Epson series printers have the capability for graphics, many emulate the Epson printers. Select [2] for the Epson or compatible printers.

Printing Out a Picture--

Printing out a picture is quite simple. All you have to do is turn on your system, press a few buttons, set your printer, and viola! You have a finished copy on paper. To start this miracle, press the [1] key for printing a picture. You will be asked to select a drive where the file is stored and then to type in the name. (Don't forget the extenders like ".PIC") Next you will be asked if you wish to print it in inverse or normal mode. Then you will be asked to select the size that you wish to print, and finally where to place it on the page. Right, Left, or Centered. When typing in the name of the file you may not be sure on the pictures name, so just press RETURN and you will be placed in the D.O.S. Features. Once you are finished selecting how you want your picture printed, you will see a menu with all of your selections and be prompted to press the SPACEBAR to begin. Then the picture will be printed. In case of any error, you will be prompted on what to do.

Changing Printer Effects--

If you decide (as mentioned earlier) that your printer ribbon is faded or you wish to make your drawing really dark, use the printer effects to compensate for this. Select boldface for a darker print press [1], or just press [2] for normal print. The default is normal.

Changing Printer Selected--

If you find that you have selected the wrong printer (we all make mistakes!), This option will allow you to correct for your mistake. See the beginning of this section for how to select your printer.

Disk Operating System Features --

Upon pressing the '4' key, a new menu will appear on the screen. Below is a brief definition of the commands of The Disk Operating System Features.

Disk Directory-- A window will appear and you will be asked the drive number.

If you wish to have the directory printed on the printer, press 'Y'.

Format A Disk-- When the window appears, you will be asked for the drive where the disk is located. Select the drive by pressing '1' through '4'. Then If you still wish to format the disk, press 'Y' to begin, else any key will exit.

All of the other commands follow the format below.

1. Select the command.
2. Select the disk drive.
3. Type in the name of the file, including the extensions

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The Script Writer

Remember way back when, a time when drafting a letter meant getting out the parchment and inkwell and sitting down to write a letter. You had to have the ability to print script neatly so others could read your writing. (Don't worry!, I am not 400 years old) How about when you decided to make party invitations. I used it for some of my computer party invitations and also for a creative writing course in which my teacher required me to "write" a paper, I used my Cursive font for that job.

Ok, let's begin with selecting what type of printer you own. If you have a Prowriter or NEC 8203a (both are made by C.Itoh Corporation) Else, you may have an Epson or an Epson compatible. Select your printer by pressing the [1] or [2] key. Then you will be asked to select a font, there are two. Do this by pressing a [1] or a [2] key. The font will be loaded from disk. (Do not remove the Main Program Disk until this is done.)

Print Out a File--

You are now ready to print out a document. You can use any file without control characters in it. (i.e. An Atari-Writer file). To begin printing a file, it is just like The File Lister. You will be asked to select a drive in which the document resides and the name of the document. Then you will be asked to select the effects, there are two. Boldface and Normal effects. Then you will be asked to select the size of your script. You can type in from the keyboard by selecting at the data entry prompt, option number [2].

Changing the Font Style--

When changing the font selection, you will be asked to select the font style you wish to work with. Insert the backside (the fonts are stored there.) And select the appropriate font.

Changing the Printer Selected--

This is just like the beginning, you will be asked to select your printer, and then to select the font you want to work with. Be sure to have the backside of The Main Program disk in drive 1.

Disk Operating System Features --

Upon pressing the '4' key, a new menu will appear on the screen. Below is a brief definition of the commands of The Disk Operating System Features.

Disk Directory-- A window will appear and you will be asked the drive number. If you wish to have the directory printed on the printer, press 'Y'.

Format A Disk-- When the window appears, you will be asked for the drive where the disk is located. Select the drive by pressing '1' through '4'. Then If you still wish to format the disk, press 'Y' to begin, else any key will exit.

All of the other commands follow the format below.

1. Select the command.
2. Select the disk drive.
3. Type in the name of the file, including the extentions

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The Disk Editor Utility

How many times have you taken out your disk utility to print out a disk sector only to find out that those mysterious control characters could not be printed? I have used numerous disk utilities and finally decided to solve this problem by making my own utility. By no means do I consider this utility complete, but it is an excellent addition (or link) to any disk utilities which you already own. I found this useful when creating boot files or recovering my lost assembly source files.

The basic disk structure is a total of 720 sectors. Sectors 1 and 2 are reserved for the O.S. to find the "DOS.SYS" file on boot up. Sector 360 is the Volume Table Of Contents with sectors 361 to 369 being the place where the information about each file on the disk is stored. The VTOC tells the total amount of space taken and where the leftover space is. This can be handy for all of those disks you could never recover. This program was not designed for pirating software.

Print Out or Edit a Sector--

You are now ready to print or edit a disk sector. First you will be asked to select the drive with the disk you want to edit or printout. Next you will be asked to type in the sector number of the sector you want to edit or printout. The program will access the disk and you will see a display of the sector. I have set the menu to show the contents with the hexadecimal representation below it. To edit the disk you change the hexadecimal code and the character will change respectively. On the next page there is a command list for editing & printing.

The command list for the editing of the disk.

- P = Print the sector
- Q = Quit editing
- R = Read a sector
- W = Write a sector
- X = Forward a sector
- Z = Rewind a sector

The commands resemble the simplicity of a cassette deck for a stereo, except you can print it as well as edit it. Below the commands are explained in depth.

Print sector--

This allows you to print the current sector on the screen.

Quit Editing--

When pressing this key, you will be asked if wish to stop editing the disk. Remember, you must save your work! There are no buffers.

Read a Sector--

This will read a sector that you select by typing in the number of that sector at the prompt and pressing RETURN.

Write a Sector--

Same as the read function, but will write the data on the screen to the sector you choose on the disk you are editing.

X (Forward a sector)--

This is like a fast forward of a cassette deck. This increments one sector.

Z (rewind a sector)--

Same as the forward a sector, but decrements one sector.

Both functions (forward & rewind) are READ ONLY FUNCTIONS!

Checking the Disk Speed--

When checking the speed of the disk, you will asked to select the disk drive to check. Insert a disk and select the drive. The SELECT key will abort the checking.

Changing the Printer Selected--

This is just like the beginning, you will be asked to select your printer, and then to select the font you want to work with. Be sure to have the backside of The Main Program disk in drive 1.

Disk Operating System Features --

Upon pressing the '4' key, a new menu will appear on the screen. Below is a brief definition of the commands of The Disk Operating System Features.

Disk Directory-- A window will appear and you will be asked the drive number. If you wish to have the directory printed on the printer, press 'Y'.

Format A Disk-- When the window appears, you will be asked for the drive where the disk is located. Select the drive by pressing '1' through '4'. Then If you still wish to format the disk, press 'Y' to begin, else any key will exit.

All of the other commands follow the format below.

1. Select the command.
2. Select the disk drive.
3. Type in the name of the file, including the extentions

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over the lazy dog.

Elite - The quick brown fox jumps over
the lazy dog.

Compressed - The quick brown fox jumps over the lazy dog.

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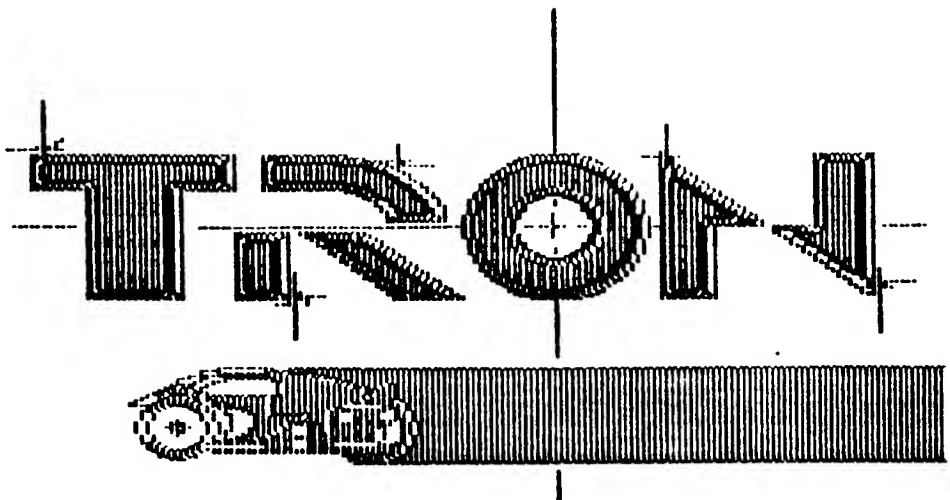
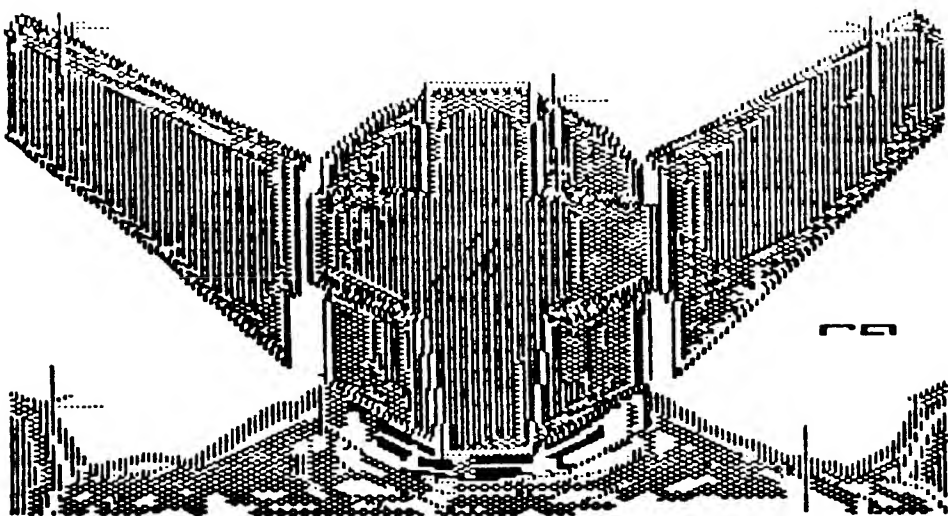
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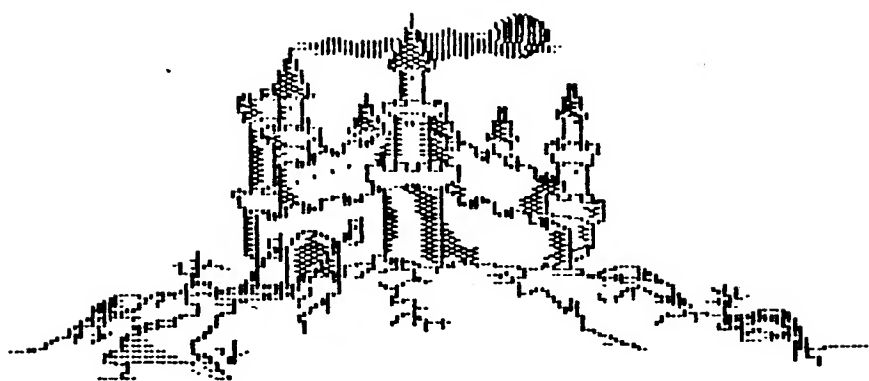
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A sample of what you can do.





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